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## Abstract of the Disclosure

A method for text editing utilizes hand drawn objects and various userdefinable connections between those objects and various contexts of those
objects to implement and control text editing functions. A software application
receives inputs from a touch screen or tablet, mouse, trackball, or other manual
input device, and identifies and interprets the hand drawn inputs as onscreen
objects that embody functions or information defined by the user. Also, arrows
and lines may be hand drawn as needed to select text and convey transactions
between the onscreen objects in accordance with user defined parameters and
rules. The hand drawn inputs may also comprise numerals or letters. The onscreen
objects and arrows and lines include functions or transactions that are applied to
text displayed and stored in the electronic device, whereby the text may be
edited, formatted, or otherwise changed in accordance with the inputs of the user.